

Job Description

Job Title: UX/ Interaction Designer

Faculty/Directorate: Digital and Technology

Grade: F

Full time: (37 hours per week)

Job Family: Product

Role profile: TSF2

Permanent Date: March 2026

Duties of the role	
Overall purpose of the role	<p>The UX/Interaction Designer will help to create digital experiences that are effective, efficient, coherent and accessible contributing to good user satisfaction and the overall success and good experience of the digital platforms across the university and faculties.</p> <p>The role will aim to ensure that the platforms are user-friendly, accessible, intuitive, and visually appealing and work seamlessly across various devices (desktops, tablets, and mobile phones), maintaining consistency in terms of visual elements, terminology, and user experience.</p> <p>The UX/Interaction Designer is responsible for using user research insights to understand the needs and behaviours of the users, and to use this information to guide the design process.</p> <p>The role is crucial to creating wireframes, prototypes, and user flows, for usability testing to validate design decisions. The work is pivotal in bridging the gap between users' needs and business goals, ensuring effective digital experiences.</p> <p>The UX/Interaction Designer acts as an advocate for users, constantly striving to improve their interactions with the digital platforms across the relevant services/faculties of the university.</p> <p>The role will be responsible for undertaking assignments across Product Teams/project and/or service functions as required</p>
Main duties and responsibilities	<ul style="list-style-type: none"> • Engage with developers, product owners, and principal stakeholders to align on design requirements, integrating feedback into wireframes, user flows, and interactive prototypes to ensure seamless user experiences. • Create wireframes, high-fidelity prototypes, and user flows that capture user-centred design principles, emphasising accessibility, consistency, and brand alignment. • Advocate for best practices in user-centred design and digital accessibility standards, ensuring that user needs drive the design process and are represented in all phases of development. • Utilise Agile methodologies to iteratively test, refine, and optimise design solutions based on user feedback and project needs, ensuring continuous improvement and adaptation. • Design visually appealing and functional interfaces that resonate with the organisation's brand values while prioritising usability, accessibility, and a cohesive experience across platforms. • Advocate for and support colleagues and stakeholders on user-centred outcomes.

Duties of the role

- Create and maintain detailed design specifications, style guides, and visual assets to promote a cohesive user experience across products, platforms, and devices.
- Tackle intricate design challenges with creativity and empathy, balancing technical constraints, business objectives, and user needs to develop feasible and innovative solutions.
- Perform any other duties commensurate with the job grade as reasonably required from time to time.
- Act in accordance with DMU Values:
 - Collaborative – Work together to achieve joint outcomes, understand how your work contributes to DMU, and be aware of your personal impact on others.
 - Compassionate – Be open, honest, and caring, work on a basis of trust, and hold yourself accountable for your actions.
 - Creative - Strive for better, challenge bureaucracy, explore digital solutions, and innovate creatively.
 - Community minded - Embrace alternative views, treat others with respect, and tackle inequalities.
- Treat all DMU staff, students, contractors and visitors with dignity and respect. Provide a service that complies with the Equality Act 2010, eliminating unlawful discrimination, advancing equality of opportunity and fostering good relations with particular attention to the protected characteristics of age, disability, gender reassignment, marriage and civil partnership, pregnancy and maternity, race, religion or belief (or none), sex and sexual orientation.
- All members of staff are responsible for their contribution to improved environmental performance and in reducing greenhouse gas emissions at DMU. It is therefore required that all members of staff are aware of how the Environmental Policy relates to their own role at the University. Staff conduct must reflect the values inherent in the Environmental Policy and where required staff must cooperate with environmental compliance and conformance requirements to help minimise our emissions to air, water and land.
- The postholder should have a positive attitude towards health and safety, and be aware of and comply with all health and safety policies for the university, as applicable. There will be a requirement to complete all mandatory health and safety training as deemed to be relevant for the position held. The postholder is expected to help maintain a safe working environment for staff, students and visitors by working closely with the local safety coordinator as required. Any accidents or dangerous incidents must be reported promptly through the university's reporting system.

Person Specification

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Area of responsibility	Requirements	Essential or desirable		*Method of assessment			
				A	I	T	D
Qualifications & Training	Degree in Design, Human-Computer Interaction, or related field, or relevant experience	Essential		X			X
Previous Work Experience	Demonstrable experience of hands-on experience in designing user interfaces, user flows, and wireframes, alongside visual design experience that includes colour schemes, typography and iconography	Essential		X	X		
	Demonstrable experience of industry standard tools for UX and UI design	Essential		X	X		
	Experience of working within Higher Education sector		Desirable	X	X		
Specific Knowledge/Skills /Abilities/ Motivation/ Attitude Required	In-depth and up to date knowledge of usability principles, accessibility and visual design	Essential		X	X		
	Ability to create prototypes, user flows, and interaction models	Essential		X	X		
	Good team working skills, with the ability to work effectively with staff in different teams and at different levels within the organisation	Essential		X	X		
	Commitment to delivering a customer / user focussed Design	Essential		X	X		
Equality and diversity	Able to provide a service to a diverse range of people to promote good relations and equality	Essential		X	X		

Area of responsibility	Requirements	Essential or desirable	*Method of assessment			
			A	I	T	D
Our Values and Behaviours at DMU						
We are Collaborative – we work together to get things done	<p>We support each other to achieve joint outcomes</p> <p>We understand how our work contributes to DMU</p> <p>We are aware of our personal impact on others</p>	Essential		X		
We are honest and Compassionate	<p>We are open, honest and caring We work on a trust basis</p> <p>We hold ourselves accountable for our actions</p>	Essential		X		
We are innovative and Creative	<p>We constantly strive for better</p> <p>We challenge bureaucracy and explore digital solutions</p> <p>We are innovative and creative</p>	Essential		X		
We are a community – we value and champion difference	<p>We embrace alternative views</p> <p>We treat others with respect</p> <p>We tackle inequalities</p>	Essential		X		

*A = Application Form; I = Interview; T = Test; D = Documentary Evidence